Modular Design Frameworks

A Projects-based Guide for UI/UX Designers

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About the Author

James Cabrera is a self-taught Filipino-American designer based in New York City. With a formal education in Math and Physics, James forged his own path into design, working for companies like Foot Locker, Say Media, and Refinery29 over the past 10 years. His analytical approach unconventional thinking, and knack for problem-solving has greatly contributed to his success. He has also spoken at conferences internationally and frequently writes about his design strategies. James loves constantly learning new things, and sharing knowledge he has acquired over the years. In his free time he is currently focusing on art, photography, and videography.

About the Technical Reviewer

Massimo Nardone has more than 22 years of experience in Security, Web/Mobile development, Cloud, and IT Architecture. His true IT passions are Security and Android.

He has been programming and teaching how to program with Android, Perl, PHP, Java, VB, Python, C/C++, and MySQL for more than 20 years. He holds a Master of Science degree in Computing Science from the University of Salerno, Italy.

Massimo has worked as a Project Manager, Software Engineer, Research Engineer, Chief Security Architect, Information Security Manager, PCI/SCADA Auditor, and Senior Lead IT Security/Cloud/SCADA Architect for many years.

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He currently works as Chief Information Security Officer (CISO) for Cargotec Oyj.

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Massimo has reviewed more than 40 IT books for different publishing companies and he is the coauthor of *Pro Android Games* (Apress, 2015).

This book is dedicated to Antti Jalonen and his family who are always there when I need them.